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1 Advanced global illumination using photon mapping

Wojciech Jarosz, Henrik Wann Jensen, Craig Donner

August 2008 **SIGGRAPH '08**: SIGGRAPH 2008 classes

Publisher: ACM

Full text available: Mov (168:13 MIN), Pdf (20.10 MB) Additional Information: full citation

Bibliometrics: Downloads (6 Weeks): 204, Downloads (12 Months): 681, Citations

Photon mapping provides a practical way of efficiently simulating global interreflections, caustics, color bleeding, participating media and subsurface complicated geometry and advanced material models. ...

2 Exploiting perception in high-fidelity virtual environments

Additional presentations from the 24th course are available on t

Meshhuda Gencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Dierk July 2006 **SIGGRAPH '06**: SIGGRAPH 2006 Courses

Publisher: ACM

Full text available: Mov (68:6 MIN), Pdf (5.07 MB) Additional Information: full citation, abstract, etc

Bibliometrics: Downloads (6 Weeks): 234, Downloads (12 Months): 1571, Citations

The objective of this course is to provide an introduction to the issues in building high-fidelity 3D engaging shared virtual environments. The print guide important development of algorithms and techniques ...

Keywords: collaborative environments, haptics, high-fidelity rendering, multi-user, networked applications, perception, virtual reality

3 Real-time shading

Marc Oren, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool,

August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available: Pdf (7.39 MB) Additional Information: full citation, abstract, etc

Bibliometrics: Downloads (6 Weeks): 87, Downloads (12 Months): 703, Citations

Real-time procedural shading was once seen as a distant dream. When it was offered four years ago, real-time shading was possible, but only with combining the effects of tens to hundreds of rendering ...



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-  **The elements of nature: interactive and realistic techniques**
 Oliver Daussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Jos Stam, Jerry Tessendorf
 August 2004 **SIGGRAPH '04**: SIGGRAPH 2004 Course Notes
Publisher: ACM
 Full text available:  Pdf (17.65 MB) **Additional Information:** full citation, abstract, c
Bibliometrics: Downloads (6 Weeks): 240, Downloads (12 Months): 1505, Cita

This updated course on simulating natural phenomena will cover the late techniques for simulating most of the elements of nature. The presenters: interactive simulation, and research perspectives ...


- 5 **Geometric modeling based on polygonal meshes**
 **Video files associated with this course are available from the cit**
 Mario Botsch, Mark Pauly, Leif Kobbelt, Pierre Alliez, Bruno Lévy, Stephan J
 August 2007 **SIGGRAPH '07**: SIGGRAPH 2007 courses
Publisher: ACM
 Full text available:  Pdf (44.53 MB) **Additional Information:** full citation, appendix
 references
Bibliometrics: Downloads (6 Weeks): 368, Downloads (12 Months): 1407, Cita

In the last years triangle meshes have become increasingly popular and in many different areas of computer graphics and geometry processing. triangle meshes developed into a valuable alternative ...

- 6 **Spatial data structures**
 Hanan Samet
 August 2007 **SIGGRAPH '07**: SIGGRAPH 2007 courses
Publisher: ACM
Additional Information: full citation, abstract, references
Bibliometrics: Downloads (6 Weeks): n/a, Downloads (12 Months): n/a, Citation

An overview is presented of the use of spatial data structures in spatial c hierarchical data structures, including a number of variants of quadrees respect to the space occupied by it. Such techniques ...



Keywords: R-tree, R*-tree image processing, hierarchical spatial data s points, quadrees, rectangles, spatial databases

- 7 **Sorting in space: multidimensional, spatial, and metric data structure applications**
 Hanan Samet
 August 2008 **SIGGRAPH '08**: SIGGRAPH 2008 classes
Publisher: ACM
 Full text available:  Mov (104:28 MIN),  Pdf (2.35 MB) **Additional Information:** full citation
Bibliometrics: Downloads (6 Weeks): 55, Downloads (12 Months): 260, Citation

The representation of spatial data is an important issue in game program visualization, solid modeling, and related areas including computer vision systems (GIS). A wide number of representations is ...

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